Hat Switch

Button A

Trigger

Shift Buttons

STOP/PLAY

Throttle

Trim Controls

Control Port

Left Shift

Right Shift

Directional Pad/
CD Controls

C Button

B Button

A Button

Stop
Button

Play/Pause
Button

Earphone
Volume

Earphone
Jack

CONTROL PAD
MODES

Primary Flight Control

KEY		FUNCTION
D-Pad UP	:	Pitch aircraft Down
D-Pad DOWN	:	Pitch arcraft Up
D-Pad LEFT	:	Bank aircraft Left
D-Pad RIGHT	:	Bank aircraft Right
Left SHIFT + Pad UP/DOWN	:	Increase/Decrease Throttle
Left SHIFT + Pad LEFT/RIGHT	:	Increase/Decrease Nozzle Angle

Secondary Flight Controls

Right SHIFT + Button A	:	Toggle Gear Up/Down
Right SHIFT + Button B	:	Toggle Wheel Brakes On/Off
Right SHIFT + Button C	:	Toggle Air Brakes On/Off

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP = EJECT!

Outside View

Right SHIFT + D-Pad U/D/L/R	:	Pan Camera
Left SHIFT + Button A	:	Zoom In
Left SHIFT + Button B	:	Zoom Out

Environment Controls

KEY		FUNCTION
Button STOP	:	Menu Subsystem
Left SHIFT + Button STOP	:	Toggles Fast Time
Button PLAY	:	Toggle Outside View/Missile View
Left SHIFT + PLAY	:	Enemy View
Right SHIFT + PLAY	:	Fly-by View

Weapons Systems

Button A	:	Fires current weapon
Button B	:	Cycle through available weapons
Button C	:	Deploy Chaff & Flares
Left SHIFT + Button A	:	Mark Target
Left SHIFT + Button B	:	Cycles EHSI Range
Left SHIFT + Button C	:	Cycles through Waypoints
Left SHIFT + Right SHIFT	:	Jettison all Weapons
Left SHIFT	:	Cycles Left MFD
Right SHIFT	:	Cycles Right MFD

JOYSTICK
MODES

Primary Flight Control

CONTROL		FUNCTION
Stick UP	:	Pitch aircraft Down
Stick DOWN	:	Pitch arcraft Up
Stick LEFT	:	Bank aircraft Left
Stick RIGHT	:	Bank aircraft Right
Rotary Dial FORWARD/BACK	:	Increase/Decrease Throttle
Hat UP/DOWN	:	Increase/Decrease Nozzle Angle

Secondary Flight Controls

Right SHIFT + Button A	:	Toggle Gear Up/Down
Right SHIFT + Button B	:	Toggle Wheel Brakes On/Off
Right SHIFT + Button C	:	Toggle Air Brakes On/Off
Right SHIFT + Hat UP/DOWN	:	Increase/Decrease Pitch Trim
Right SHIFT + Hat LEFT/RIGHT	:	Rudder Left/Right

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP = EJECT!

Outside View

Hat U/D/L/R	:	Pan Camera
Left SHIFT + Hat UP/DOWN	:	Increase/Decrease Nozzle Angle
Left SHIFT + Hat LEFT/RIGHT	:	Zoom In/Out

Environment Controls

CONTROL		FUNCTION
Button STOP	:	Menu Subsystem
Left SHIFT + Button STOP	:	Toggles Fast Time
Button PLAY	:	Outside View
Left SHIFT + Hat RIGHT	:	Flyby View
Left SHIFT + Hat UP	:	Missile View
Left SHIFT + Hat DOWN	:	Enemy View

Weapons Systems

Button FIRE	:	Fires current Weapon
Button A	:	Mark Target/Inside View
Button B	:	Cycle through available Weapon
Button C	:	Deploy Chaff & Flares
Left SHIFT + Button A	:	Autopilot
Left SHIFT + Button B	:	Cycles EHSI Range
Left SHIFT + Button C	:	Cycles through Waypoints
Left SHIFT + Right SHIFT	:	Jettison all Weapons
Hat LEFT	:	Cycles Left MFD
Hat RIGHT	:	Cycles Right MFD